

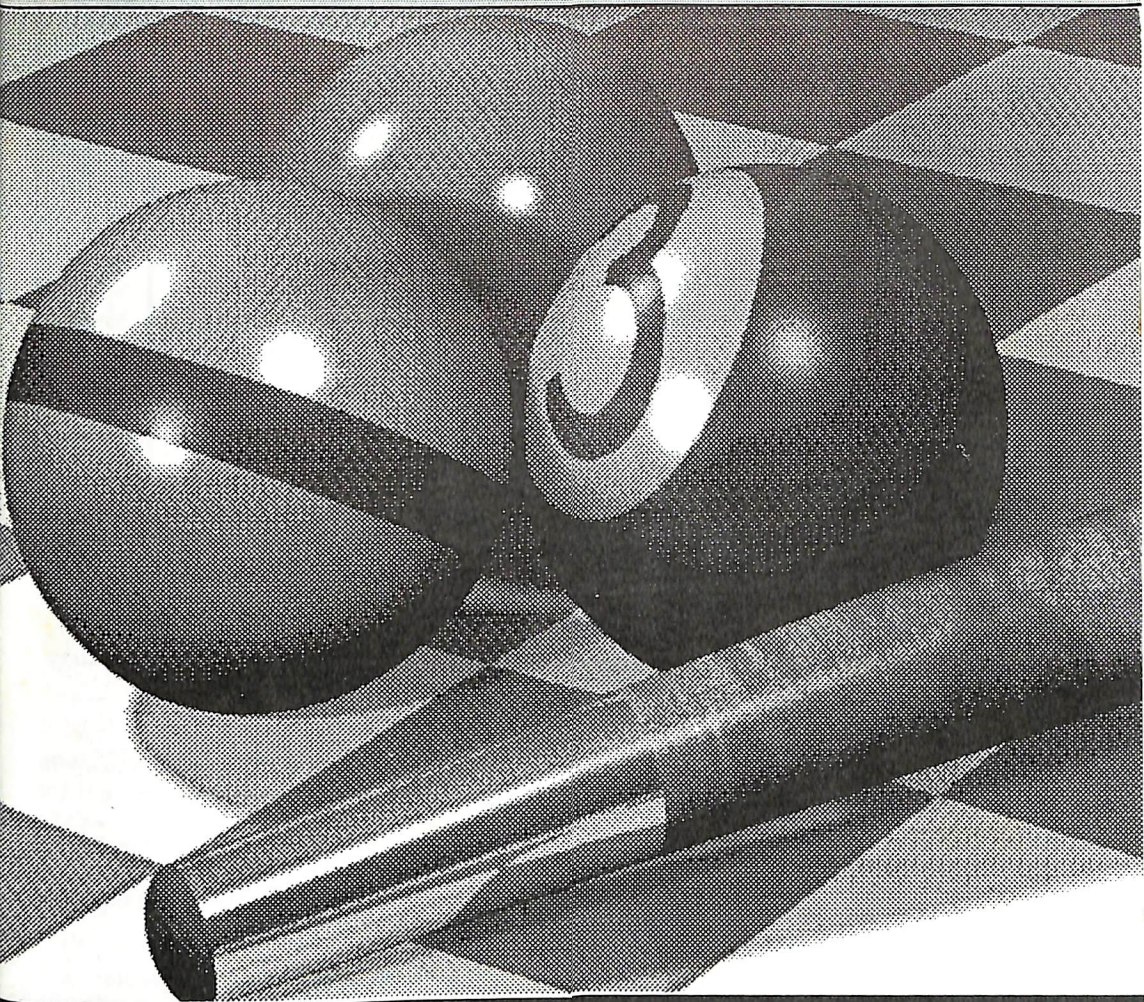
Qld's Leading Computer User Group Newsletter

CURSOR

COMMODORE
COMPUTER
USERS
GROUP
QLD Inc.

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VOL.9 No. 10 JUNE 1993



Next Meeting - Tuesday 1st June
Bardon Professional Development Centre
Libraries & Sales 7pm
Meeting & Demonstration (promptly) 8pm
Visitors Welcome

Win
1 Years
Subscription

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The BBS is part of the FidoNet (Node No. 3: 640/304), and AmigaNet (Node No 41:400/304) Network it can be accessed by members at 300 - 9600 bps, using 8 data bits, 1 stop bit and no parity.

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MAIN MEETING

The next meeting will be held on
Tuesday June 1st at 7pm
Bardon Professional Development Ctre.
390 Simpsons Road
BARDON

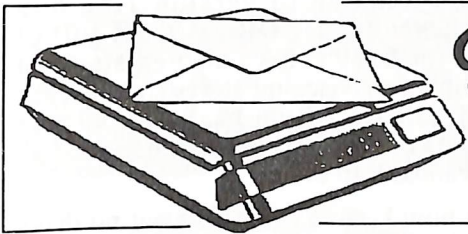
Entrance via the Centre's Carpark in Carwoola Street. (ample parking available) Parking is not permitted in the Centre's grounds.

WORKSHOP MEETING

The next workshop meeting will be held
 on **13th June (12 - 4pm)**
Ithaca R.S.L. Hall
Cnr Nash & Elizabeth Streets
ROSALIE

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Presidents Patch

Phil Guenney

Bad news arrived by mail in May. The talk of the Qld Government's sale of the Bardon Professional Development Centre was proven true by a letter from the centre manager telling us that our bookings after the end of September could not be accepted. The For Sale signs are now standing out the front and they expect the place to be in unknown hands by then. We are now having to look for somewhere else to meet.

It seems unlikely that the buyer will continue to operate the place as it is now. The BPDC is an excellent, indeed luxurious, venue for groups of up to 250 or so people like us, but it is probably too small to attract the large conferences and meetings that a commercial centre would require to survive. The kitchen and eating areas are also too small for the large groups which now go to city hotels and Jupiters. Therefore the land is probably worth more as upmarket housing blocks and I expect the present complex to be demolished.

Now where else are we going to find a comfortable air-conditioned raked lecture theatre, fully equipped with overhead video projector, sound and light controls, with easy car access and all. If anyone has a suggestion. PLEASE let me know.

I am writing this the day after the May meeting where we saw Rudy Florentinus show his Deluxe Paint

produced art work. I admired them greatly as they were equal to or better than the best of the Amiga produced art I have seen from around the world. I also admired the ingenuity of Rudy in obtaining such excellent quality printouts. Best of luck for the future Rudy. I am trying to get some of your work shown at the WOC in Sydney next month and how about sending a few of the best to Fred Fish?

You will have noticed your membership renewal forms in this months CURSOR. Subscriptions are due at the latest by the end of August (no Cursor after that) but please do us a favour and renew at once. As a special incentive, at the AGM we will draw out the name of one person who sends their renewal form in BEFORE the end of July and they will receive an additional 12 months free membership (no renewal required until July 1995!).

The AGM is just three months away (August) which means it is nearly time for new people to have a turn at the committee jobs. The easiest job of all is President (I admit it) so if you have been harbouring thoughts that you would enjoy the opportunity to do what you want with the members' money, then speak to me soon. Our newsletter editor has also said that work will soon reduce his available time and he will be even harder to replace. The bait in that case is possession of the club's laser printer.

CDROM Drive

By

Keith Antoine



Well you do not have to be worth a fortune to own the latest in file storage technology, a CDROM drive. I am the proud owner of a Matshushita CR501 drive and it will read any form of CD disk around: ISO 9660, HiSierra, CDTV, CD+g and lastly audio CDs.

So what drive to buy and the software to run the beast? Well I found out much to my surprise that the Amiga Dealers knew nothing other than CDTV, and that was that. I also found that the IBM dealers knew a little more and were willing to talk to me but software NO. The prices varied dramatically from as little as \$495 to over \$1000.

This poses the question why do the majority of Amiga salespersons know so little about their supposed area of expertise and care so little too? There is a can of worms for someone to investigate. Any rate to carry on I found that the supposed read times varied, according to literature and the dealer, but more important was it had to be SCSI. Why scsi, well IDE cannot support more than one drive in a chain whilst scsi can go to 7 and I eventually wanted to add a Floptical and a tapebackup.

Software was also a hard one to purchase, but as luck would have it at a dealer (Ami-Tech) I managed to procure from Rob Selff the software called XetecCDRom, this has now

been updated to version 1.63 and comes with 2 CDROM discs full of PD for \$129. There also exists from Computer Discount stores software for \$80 called CDROM-Fs, I must admit I have not tried this as the other does all I wanted it to do.

So now I owned software but no drive and in casting around I finally decide to give the Panasonic a go at \$495, (*now available \$455*) the cheapest of the bunch. I got it home destructured the 2000 and proceeded to screw the drive into the 5.25 drive bay, it fits perfectly. I went to Dick Smith's and purchased a metre of 50 strand cable and 4 terminals, they are easy to fit in a vice, to make a scsi cable long enough. I plugged it in along with the power, switched on and the drive powered up. Luckily the software has the nice install program we are now used to but it still took a while to get it right. If you have 1.3, and this somewhat applies to 2.04 also, you will have to fiddle with mountlists, drivers, handlers and devices. Those with 2.1 the task is greatly reduced and made a great deal easier.

However to cut a long story short I purchased an IBM disk and all of a sudden I could read the disk in OPUS. A day or two later I received my first Amiga compatible disk from Don Quixote software of Toowoomba. What a sight it was to see that big icon appear for Fish Disks 1-700 and to be able to read all 650Mb of data. I now have about six disks of data and am rigging up some speakers for the audio CDs, but I want Trivial pursuit next.

So now I can run IBM disks, with a KCS board and Macs if I have the suitable hardware, CDTV disks etc. So for an initial outlay of between \$580 and \$630 you too can own one of these wee beasties and enjoy the latest technology.

Amiga Report

By
Peter Hughes

If it is true that every picture tells a story, we had a complete library at the Main Meeting on the 11th May.

Rudy Florentinus Gold Coast artist and Club member filled the stage area of the Bardon Professional Development Centre with his own specialised brand of computer art.

The tables that fanned across the theatre were full of mounted, unmounted and framed abstracts, still life, floral, bird life and surrealistic colourful offerings.

The display included two large montages printed on acetate and mounted between glass and finished in leadlight style. A few smaller ones of this style were among the table display art.

This unassuming man shared with us his unique art form developed over three years.

Rudy gave a background to his trials and tribulations in pioneering this style and with carefully prepared notes he explained his process. This was backed with a range of colour slides of his masterpieces projected onto the large screen behind the lecturer.

The Amiga 500 with an A590 hard drive was his starting point and recently Rudy has purchased an A1200, which he brought along and demonstrated his technique of producing a work of art. He carefully explained how by careful use of the colour palette he achieved depth and realism. The dithering is superb and leads you to believe

that his finished product is printed on velvet.

Rudy uses a Xerox 4020 colour printer which he has nurtured and adjusted in his strive for perfection.

Rudy happily fielded questions from the floor and kept young and old alike totally interested.

He also gave us an insight to his European heritage and the reasoning behind the use of stained glass in windows and leadlighting. This helped to break the monotony of the closeness of other buildings, due to the narrow streets, and gave one a pleasant outlook on an otherwise everyday scene.

Rudy was ably assisted by his friend from the Gold Coast Geoff Stubbs, who is also a Club member, it was no mean feat to move the mountain of material for his demonstration from the Coast to Brisbane and back.

I feel that Rudy Florentinus has developed something totally unique and it would be wonderful if Commodore could help to display the Art of Rudy Florentinus at the World of Commodore in Sydney, so that the rest of the world can also appreciate this breathtaking imagery produced on an Amiga platform.

WORKSHOP

The Workshop was held on the 9th May (Mothers Day) after the Management Committee Meeting a small band of loyal supporters fronted with their computers and I believe that at least one KFC luncheon was consumed by a family attending the Workshop. The Pd and commercial libraries also opened.

Book Review

By Phil Guerny

ARexx

There's no denying that ARexx provides us with a comprehensive selection of built in functions that allow us to perform all sorts of magic. There are functions to format strings, read and write characters from files and much more. President Phil Guerny has launched himself into the mysteries of this language and provided the following report. Ed.

Using ARexx on the Amiga - by Chris Zamara and Nick Sullivan, published by Abacus Books, 1992. Review copy purchased from The Spot Computers, George St, City for \$60 including disk.

All Workbench 2.0+ Amiga's have the ARexx language available to them. Unfortunately, Commodore do not supply a manual so hardly anyone uses it! But then they do not supply even an AmigaDOS manual with the A1200, just a Workbench guide. A CBM book on ARexx is supposed to be on the way as an optional extra, but its not hear yet.

If you can afford around \$60, then a remedy is available in what is one of the best computer books I have ever bought. Very well written and thorough, it covers ARexx programming from simple to complex applications and provides a command reference with each entry explained with code examples.

ARexx is all of: a replacement for AmigaBASIC; a substitute for

AmigaDOS scripts; an "interprocess communication language" and a universal macro language for Amiga programs. Lets consider these functions one at a time.

AmigaBASIC: On its own, ARexx is an excellent substitute for AmigaBASIC for programs that do number crunching or text handling. It is certainly not designed to program sprites and sounds (get AMOS instead), but its text manipulation commands are particularly strong so it is very useful for programs that read and write text files.

AmigaDOS Scripts: The command processor in the Amiga is a "host" to ARexx so all DOS commands can be issued from within a language code which is much more friendly than the DOS script structure.

"Interprocess Communication": This is the unique aspect of ARexx. Virtually all application programs now have an ARexx "port" allowing all or some of the program commands to be activated by sending them from an ARexx program. The result of that command can then be retrieved and used, or even fed to another program. Instructions could be given to a database to retrieve records according to a filter, then the records could be passed to a spreadsheet and totals calculated of some columns and a graph prepared (no, I have not tried it yet).

Universal macro language: Amiga programs need not provide a built-in

macro facility any more. All they need is an ARexx port. In this case, the program itself starts the ARexx program executing which then issues the desired sequence of commands back to the program. Perfect for times you need to use the same long sequence of commands over and over, or you wish to use programming logic (if/then, repeat/until etc.) as part of the macro. ADPro comes with scores of ARexx scripts that controls many of its functions. These execute almost any time you select an action within the program (loading and saving files, all image manipulations and more) but you do not realise it. Terminal programs can be automated to log on to a BBS, read your mail, list new library files and then log off. Such programs used to provide their own script languages for this, but now you do not have to learn a different syntax for each one - just ARexx.

I know that some (most?) Abacus books have been less than easy to read, or even not-too-useful, but this one is quite different. The authors are well known, having been the editors of the lamented Transactor magazine. I have not found a typo yet, or anything that has not been patiently explained. They have obviously used and explored the language themselves and there is no sign of that "rehash of the manual" that seems to be common in the world of IBM computer books. In fact they communicated regularly with the author of ARexx, William Hawes. Specific guides are given to using ARexx in conjunction with many common applications such as SuperBase, ProWrite, HyperBook, the C.A.P.E compiler and lots of others.

I hope all that stirs up a few of you to investigate ARexx. This book will help a lot. ■

Did You Know?

By Peter Hughes

I found this first item tucked away in a corner of the BBS.

Under Workbench 2.0 there is a new Tool Type that can be used with all Tool and Project icons, but which does not seem to be mentioned in any documentation: the single word 'CLI'. When Workbench 'attempts to load' a program whose icon contains this Tool Type it puts up the Execute Command requestor to solicit arguments to the program; the icon's name appears as the default string in this requestor. Moreover, the program is run as a CLI process rather than as a Workbench one.

Discovering the program I was using for multiple formatting of disks was causing a problem on the Root directory and reflecting errors.

I discovered that multiple formatting of disks is possible under the Workbench, by selecting all disk icons together and then selecting format it will ask if you wish to format the disk in drive XXX and then ask the next drive and so on.

I proceeded with this operation and watched the number of tracks etc and thought they all started at different times so the numbers of tracks should be different.

I then discovered by dragging the window with the tracks to go, you will find another CLI underneath and so on, a CLI for each drive. This also works with Cross DOS. I have not read of this or ever been told, but of course you knew, didn't you?

ART Expression

Review By Danny Parker

For a while now, I've been looking for a structured drawing programme which, as well as including all the obligatory drawing tools found in such programmes (e.g. drawing and editing polygons and Bezier curves), will also allow the user to manipulate text by allowing him or her to place it along paths and warping it inside shapes. Soft-Logik, the designers of "PageStream", have produced such a programme that has fulfilled all my needs and more (with reservations). This programme is called "Art Expression".

I ordered my copy of the programme directly from the States after Soft-Logik advertised a special introductory offer to Registered Users of "PageStream" and "HotLinks Editions". In due time, a large package was squeezed in through my mail-box. After tearing open the package, I found a professional slide-out box with cover-slip similar to the packaging of PageStream 2 or higher.

Inside the box you get - A sealed packet containing four disks (including the Programme Disc, two discs of fonts and one disc containing the programme called Bit Map Editor which is also found in the "HotLinks Editions" Package also by Soft-Logik).

- A spiral bound User Manual
- A spiral bound Lessons Manual
- A User Manual for "Bit Map Editor"
- Addendums for Art Expression Ver. 1.04 and Bit Map Editor Ver.1.1
- An Art Expression Quick Reference Guide
- A Registration Card

As an incentive for users to send back the Registration Card, Soft-Logik has offered to send you a disc containing seven more fonts and some structured clip-art on receipt of the card. There is also a free upgrade to Ver 1.04 from previous versions which fixes a few bugs and is sent automatically to the registered user.

In order to run this programme, you need at least 2 Meg of Ram (including 512K of Chip Ram), 2 floppy disc drives, AmigaDos 1.3 and a Preferences or Postscript printer. These are the minimum requirements. SoftLogik also recommend a 68020 or higher processor, a multisync monitor, a hard drive and AmigaDos 2 or 3.

Once you've sent in the Registration card and read the manual, you're ready to insert the first disk (ha, ha, ha)!!! For hard-drive users, there is a very intuitive installation programme. After ticking a few boxes, you just have to sit back and feed the computer discs as required. In less than five minutes, you're ready to start.

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You can either start the programme from the CLI (does anyone really still start these types of programmes routinely from the CLI?!?) or double-clicking on the Workbench icon.

Users of PageStream will instantly feel at home when confronted with the opening screen. The Tool Box contains many similar icons and can be positioned on either the right or left hand sides of the screen. The menus also contain many similar functions. This is all capped off by a very professional looking 3D styled user-interface which apparently conforms fully to Commodore's specifications.

The icons found in the Toolbox include -

- the Object Tool (used to select, move, scale and change objects)
- the Close Path Tool (used to close open paths)
- Tools used to draw lines (straight and freehand), arcs, polygons, ellipses, boxes and rounded boxes. These tools can be constrained using the shift keys when selecting and using them.
- a Magnifier Tool
- a Text Tool
- Tools to edit, delete, split, join, curve points.
- Tools to curve and straighten lines between points.
- a User Scale Tool.

As you can only work on one page at a time, there is no facility to jump to another page or produce Master Pages. There is also no Column-Making Tool. While the later is not necessary in a programme of this type, I hope that in future versions, PageStream will include the ability to work with more than one page at once.

What attracted me to this product was the apparent ease with which users can manipulate and warp text along paths and inside shapes. Getting instant results from this programme is very easy.

Figure One shows how text can be placed along a path. In order to accomplish this you must follow several steps:

Text Along A Path

- draw the desired path using the tools from the Toolbox.
- select the Text Tool from the Toolbox.
- select the desired font and size. Then type the desired text in the space provided.
- Click "OK" and place the text on the working page.
- Using the Object Tool from the Toolbox, select both the path and text.
- Now select "Bind Text to Path" from the Text Menu.
- Select one form of justification and scaling from the five options given (e.g. left, right and center justification or scale and size to fit on path).
- After clicking "OK" your text will be magically fitted onto the path.

This very easy and very quick process is similar to how the user can warp text inside a shape (e.g. Figure 2). After placing the text and drawing a shape, the user

selects "Text in Shape" from the Text Menu and whamo!!!, it's done. Very easy, isn't it.

SHAPE

Fills and Line Styling is just as easy to achieve. Select the text or shape required and select the "Line/Fill" option from the Object Menu. Using this option, you are able to alter your text or shape to any colour with any colour as an outline. You could have yellow text outlined with black or if you are more sadistic, bittersweet letters with a magenta outline (oh to have a colour printer!!). Through use of dithering, 36 colours are available to the user ranging from red, green, blue e.t.c. to the more bizarre e.g. apricot, sepia, carnation and marhogany to name but a few.

Other options include the ability to align, flip, duplicate, skew and transform text and objects.

Some of the more interesting options can be seen below. Figure 3 shows an example of how "Merge Paths" found in the Effects Menu can be used. This is very useful for creating interesting logos and eye-catching graphics.

There are also two options called "Flatten Path" and "Smooth Path" in the Effects Menu. Figure 4 shows how an example of text using Times Font can be altered using the "Smooth Path" option. It is also easy to draw an egg-shape by drawing a triangle and selecting "Smooth Shape".



Example of Smooth Path

Now for my first MAJOR gripe. Everything seems to work smoothly until you come to print out your creation. Apparently Ver. 1.04 was suppose to fix a Preferences printing problem which caused many computers to crash. At least now the computer doesn't crash, however, when trying to print, my creations don't start printing until half of the page has been fed through the printer and then it stops completely after about half of the image has been printed. This problem can be overcome by saving your creations and printing them out from a DTPing programme, however, these basic sort of problems should NEVER happen in professional software. PageStream's early versions were also notorious for problems. Maybe SoftLogik needs to review their quality control.

The programme "Bit Map Editor" has also been included in the package. This programme can a very good "Trace" function (similar to that found in Professional Draw). Using this function, you are able to transform bit-mapped graphics into structured clip-art and import these images into Art Expression. Structured clip-art has the advantage that if you resize it, you don't end up with "jaggies" which are common with bit-mapped imaged. Tracing works best with very simple pictures which use lines and very little shading. Sometimes this "Trace" option doesn't work as expected, however if you've found that perfect image, it is always worth a try.

In this short review, I have only been able to scratch the surface of the programme's many abilities. In the month or so of using the programme, I have been pleasantly surprised with what can be easily and quickly achieved. Of course, there are some things which could be improved, including: - the ability to print properly from within the programme. - the ability to work with more than one page at once. - the incorporation of HotLinks. This seems very strange given the promotional energy that has gone into this product over the last year or so. - an easier way to incorporate Gradient Fills. - a multi-path fonts requester (ala PageStream). At the moment, Art Expression can only use fonts from one path at a time. Although it is easy enough to change paths, it should be an easy enough process to incorporate all available fonts into one requester. - use of AGA graphics. - the incorporation of macros or an Arexx port.

If these problems/suggestions can be incorporated, I'm sure that Art Expression will become not only the most powerful programme of its kind on the Amiga, but also one of the most powerful on any computer platform.

The programme seems very stable and is very compatible with PageStream. Apart from the above gripes, I heartily recommend this product. If buying it, try to get Ver 1.04 and remember to send in your registration card!!

Main Meetings

June: Animatrix by Gordon Wright will be held over due to Gordon's computer getting cold feet and deciding to develop a major fault. At time of going to press the President was still endeavouring to arrange a mystery guest.

July: This meeting is two days after the close of the World of Commodore show in Sydney. The President and several other members, will be there and hope to bring back

physical and video evidence of the latest and most interesting developments in the Amiga marketplace.

August: The AGM. Not usually the most well-attended night, but we promise to keep formalities as short as possible. To add some interest, It is planned to have a display of CBM computers from over the years. Starting with a PET, then a VIC-20, C64, C128, C16, Plus/4, and an Amiga 1000. All will be working and demonstrated. Nostalgia night. The President would like potential exhibitors of all these machines to contact him, so start dustinhg them off. Phil will provide a VIC-20 himself,

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Edited by Phil Guerney

This board has been subject to much speculation. It is supposed to allow an Amiga to run Apple MAC, IBM-PC, C64, Falcon and you-name-it software. It now seems the board is real with Macintosh emulation working. And IBM soon it would seem from the following message on the net dated 27 April 1993 from Scott Withington of the State University of New York.

One of the most talked about products on the net has been the Emplant board by Utilities Unlimited. In addition, the president of Utilities unlimited, Jim Drew, has been accused of being everything from an over confident fool to a disreputable con-artist. While at the world of Commodore-Amiga, I had an opportunity to talk to Jim Drew and to see the Emplant board in operation.

First, my impressions of the controversial Jim Drew: Jim Drew appeared to be a friendly, intelligent man in his late 20's. He did not appear to hold a grudge against anyone. He said that he recieved one apology from one of the many people who attacked him over the net. In other words, none

of the accusations people made about him appear to have any truth.

The Emplantboard was demoed on two amigas, an A4000 with a 1960 monitor, and an A3000 with a 1084s monitor (which was used to show the way it would look on an accelerated A2000 or 500. On both Amigas, they were running a variety of Mac programs multitasking with Amiga software. He demoed MS Word, Excel, Adobe Photoshop, Quark Express, and several others. The 3000 version was running in 16 color interlaced 640 x 480 (overscan) mode and the 4000 in 640 x 480 productivity 256 color mode. All software was running and looked good (especially on the 4000).

I asked him if he had had any reports of software incompatibilities. He responded that the only program incompatible with the current version of the emulation software was Apple's own disk copier (he said that it broke every rule for Mac software). He commented that he could produce a patch to fix it (Microsoft software, which also breaks Apple's rules, has been patched to work).

Plans for the next version: Addition of ability to access Amiga files from the Amiga partition on the Mac desktop, 32,000 color mode on AGA amigas, and possibly addition of a patch to allow the use of an ec030

accelerator (the Mac color system uses the MMU extensively). He says that the ability to use all of the other Mac ROMs should be completed by the end of September, and 386/486 emulation by the end of the year or the beginning of next year.

All, in all I feel that the Emplant appears to be an excellent product and Jim Drew seems very dedicated to the enhancement and expansion of its capabilities and features. His policy of making upgrades in the emulation free and expansion (such as 386 emulation) cheap (~ \$70), show him to be committed to customer satisfaction. I predict that Jim Drew will soon be a very successful businessman.

FREQUENTLY ASKED QUESTIONS ABOUT EMLANT:

(Updated April 8th, 1992)

What is EMLANT? EMLANT is a multi-platform emulation system. This system consists of a hardware board (Zorro II/III slot design) and software. The EMLANT system is capable of emulating virtually any computer made providing that you have the ROM(s), and there is appropriate driver software available. * What can EMLANT emulate now? We are currently shipping MAC II/x/cx emulation software with the EMLANT system.

* What will EMLANT be able to emulate in the future? We anticipate many emulations modules before the end of 1993. These include: IBM AT (386/486), Atari ST, Atari Falcon, Commodore 64/128, Atari 400/800, Sinclair ZX-81 & Color Computer, Sega Genesis game machine, and SNES game machine.

* What are the available models of EMLANT, and what are their prices?

We offer four different configurations of the EMLANT hardware:

BASIC EMLANT - Basic EMLANT hardware with every necessary for all emulation modules, both present and in the future. Price: \$US279.95

OPTION 'A' - Basic EMLANT plus a dual serial port setup. These serial ports can be used on the Amiga side as well as through any emulation. 57.6K baud capable. Support for AppleTalk is also provided through these ports. Price: \$US349.95

OPTION 'B' - Basic EMLANT plus a high speed SCSI interface (8 bit, SCSI I). Capable of more than 1 meg per second transfers on 68000 based machines. SCSI direct devices such as hand scanners, film recorders, flat bed scanners, SyQuest drives, and hard drives can all be used. Price: \$US349.95

DELUXE - Basic EMLANT plus the dual serial port and the SCSI interface. Price: \$399.95

* Since the EMLANT hardware is a full size Zorro II/III card, how can I use it with an A500 or A1000? You will need a Zorro bus adapter. There are several of these adapters readily available. The 'slingshot' adapter is what was used in the designing of the EMLANT hardware and works well.

* Is there a version for the A1200? There will be a PCMCIA version of EMLANT released this summer. This unit will include dual serial ports and a SCSI interface as well as the normal emulation hardware. Projected price: \$299.95

* What Macintosh is currently being emulated? Currently, we are emulating the 256K MAC computers. These include: MAC SE-30, MAC II, MAC IIfx, and MAC IIfx.

* What ROMs are required for the emulation? You need the MAC 256K ROMs that support a high density drive (SuperDrive). You can buy ROMs from various sources. These include MAC services centers, MAC dealers, and third party sources such as Blue Moon Computing, Germany, 01149 2166 80088, Contact: Albert, Price: \$260 (U.S. Dollars)

* Is the MAC emulation in color? Yes! The 256K MAC OS is a full color OS. Up to 16 colors is supported with non-AGA machines, and a full 256 colors is supported for AGA machines (A1200/A4000). A 32,000 color HAM 8 driver is being worked on for AGA machines.

* Does the emulation take over the entire system like other emulators? No! The MAC emulation (like all future emulations) completely multitasks with the Amiga! You can think of the emulation as just another task running in the background.

* How fast is the emulation? A 25Mhz A3000 runs the MAC emulation at twice the speed of a real MAC IIx. This figure is an average overall performance rating based upon Speedometer v3.2, a MAC PD system speed analyzer. 040 based machines are substantially faster.

* What processor is required for the emulation? The emulation software requires at least a 68020 processor, a MMU, and a FPU. All of these come standard with 256K MAC computers.

* How much memory does the emulation require? The MAC's OS is very memory intensive. System 7.1 requires no less than 2 megs of memory by itself just to run. The amount of memory after that is left up to the user. Most MAC applications need at least 2 megs of memory, with some applications such as PhotoShop requiring at least 4 megs of memory. An 8 meg Amiga system is

recommended.

* Can I use the Amiga's serial and/or parallel ports with the emulation? No. We do not currently support the Amiga's serial or parallel port within the emulation. All printing and modem support is currently handled through the dual 8 pin mini-din ports on the EMPLANT hardware. This *will* change. We are working on adding the ability to access the Amiga's serial and parallel ports from within the emulation. * How are hard drives handled with the emulation? You can have up to 14 different devices. Devices such as hard drive partitions, recoverable ram disks (like RAD:, VD0:, and RD0:), and any other device that has a DOS environment record can be used by the emulation. We also support SCSI devices both through the EMPLANT's on-board SCSI port, and through any SCSI controller. This means that SyQuest cartridges and MAC formatted hard drives can be used directly and passed back forth between the emulation and a real MAC.

* Can I access AppleTalk networks and devices with the emulation? Yes! AppleTalk works just like a MAC. Pull up Chooser and select the connection(s). (Requires OPTION 'A' or DELUXE board)

* Can I use terminal programs with the emulation? Yes! Terminal programs can run full speed with baud rates up to 57.6K baud. Hardware handshaking is supported for high speed modems. (Requires OPTION 'A' or DELUXE board)

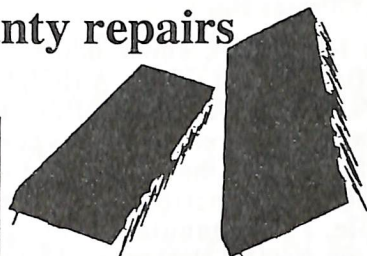
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New York WOC

Several reports of the World of Commodore show in New York earlier this year have appeared. Here are a few excerpts.

The New York show marked the unofficial debut of the A4000T and A4091 SCSI-II controller. Both products appeared as prototypes and when I attended the show on Saturday, neither was functional. Like many people, I was genuinely impressed with the A4000T design, which offered additional Zorro III slots, 2 video card slots and SCSI-II standard on the motherboard. Pricing and availability were not available, but pending FCC approval, the A4000T will hopefully hit stores by June. The SCSI-II controller should be available sooner, with pricing in the neighbourhood of \$US300.

A vast assortment of products were on hand, ranging from the A4000T and A4091 SCSI-II controller to the Visiona graphics processor. The A4000/EC030 also debuted, and was available at some vendors for ~\$US1650 with 4 MB and a 120 MB HD. This machine is identical to the A4000, with the obvious exception of the CPU module.

One of the most interesting exhibits at the CBM booth was the MPEG card, playing back a Bon Jovi video from Young Guns II at 30 FPS. Compressed at 45:1, the MPEG sequence was displayed in a resizable

window as a separate task. Incredibly enough, the underlying system was an A4000/EC030 with an IDE hard drive. The MPEG card also offers an on-board DSP for synchronized audio. Sound support will be forthcoming. No word was given on pricing or availability, but the card seems destined to evolve from the experimental stage to a full-fledged product. Very impressive to say the least.

One of, if not The Hottest Selling Item at the show was the A2386 bridgeboard. At \$189 it WAS A STEAL! By 2:00 there was not one left to sell. And it was only Saturday.

Of the products unveiled at the show, A1200 peripherals made up the largest proportion. CSA announced its Twelve Gauge 40 MHz EC030 and 50 MHz 68030 burst mode DRAM accelerators. Both boards are designed for the A1200 CPU slot, and offer support for up to 32 MB DRAM, a socket for an FPU and an optional SCSI controller.

The Viper 1230 marked ICD's entry into the A1200 accelerator market. As with the Twelve Gauge, both 40 MHz EC030 (\$US499) and 50 MHz 68030 (\$US699) configurations are available. The Viper 1230 also includes ICD's custom DMA port or VDP. This allows Viper users to connect SCSI-II controllers, DSP boards, modems and networking cards. ICD also announced

the first VDP peripheral, the Viper S2 DMA SCSI-II controller which includes internal and external connectors for SCSI peripherals. At an MSRP of \$US199, the Viper S2 is said to offer transfer rates of 5 MB/s (asynchronous) and 10 MB (synchronous). VDP specifications will be made available to other developers.

Other A1200-specific products included RAM expanders, clock modules, SCSI controllers and multifunction cards from DKB, GVP and Microbotics.

For DTP enthusiasts, Soft-Logik demonstrated a pre-release version of Pagestream 3 (\$US299.95), an upgrade which promises a large number of features including support for ARexx, AGA and gradient fills. Pagestream 3 should be available this summer. The package now has HotLinks built-in and a cleaner appearing interface. They stated that 3.0 was a completely new program, not just an upgrade.

Several other show firsts for North America included NewTek's preview of the forthcoming upgrade to Lightwave 3D, Spectronics' Visiona graphics processor, and Pro Calc 2.0 from Gold Disk. Utilities Unlimited and Jim Drew, (the designer of Emplant) were also on hand, demonstrating the Mac emulation system. I had an opportunity to check out Emplant myself, and was impressed with both the product and the enthusiasm of its creator. Jim indicated that an A1200 PCMCIA card slot version of Emplant and PC emulation capabilities would be available this summer. By the reactions of the people in the crowded UU display, Emplant looks to be a real winner. ■

A New View

Mal Settle of CBM Australia has distributed revised Monitor Drivers and an Install-Script designed for Amigas with Release 3 that are having problems with Multiscan monitors such as the CBM 1960. We thought that it may help with the black area to each side of the screen on an NEC Multisync 3D, but in this case the new drivers only made things worse!

COMMODORE AND NEWTEK JOIN TO MARKET AMIGA 4000 AND NEW VIDEO TOASTER

(West Chester, PA --- April 18, 1993)
Commodore Business Machines, Inc. is pleased to announce it is participating in a joint marketing effort with NewTek, Inc. built on bringing powerful, cost effective technology to the video marketplace. The vast acceptance of Commodore's Amiga (R) computer and NewTek's Video Toaster TM as quality video products is unprecedented. The newly formed alliance coupled with NewTek's announcement of the Video Toaster 4000 will encourage further widespread acceptance of the Amiga and Toaster within the rapidly growing personal video production industry.

Since its introduction in 1985 the Amiga has been recognized as the most video oriented microcomputer. Every Amiga is equipped with an array of video features such as NTSC horizontal scan rate compatibility, interlaced and non-interlaced video modes, RGB analog signal and

overscan capabilities. A dedicated video slot provides easy access to the Amiga's video bus for integrating performance enhancing devices like NewTek's Video Toaster.

In September of 1992 Commodore introduced the Amiga 4000 featuring the Advanced Graphics Architecture TM (AGA) chip set. AGA greatly enhances the computer's videographics capabilities by enabling users to display and animate graphics in selectable resolutions at up to 256,000 colors from a palette of 16.8 million.

The Video Toaster 4000 hardware includes a real-time effects engine and two 16.8 million color broadcast-quality frame buffers. Also included is an advanced character generator, four input switcher, a broadcast-quality paint program, color effects, a 3D modeling and animation program, and a luminance keyer.

Retina Board Opens Eyes

default screen resolution; for each program, display can be on the Amiga graphics chip or on the Retina board (I set all screens to be displayed on the Retina). Whenever a program opens a screen, it will be opened on a default-size Retina screen. But, once you've run a program, the Retina emulation usually can identify the screen by i) public screen name, ii) screen title (in titlebar), or iii) path and name of the program run; a list is kept of all programs run. You can now change the parameters for the screens of specific programs from the list of possible screen resolutions. I have not yet found a program that cannot be

identified. This method of allowing you to customize screens is extremely flexible and very reliable; I have not had any problems.

The manual of the Retina does not say what the limitations of this card are, so here is a partial list of the possible resolutions and refresh rates which you would get if you had the monitor with the highest vertical frequency range in the monitor list (79KHz). This is at 8-bit (256 colours):

- 1024x768 @ 76Hz non-interlaced
- 1280x1024 @ 87Hz interlaced
- 724x566 @ 76Hz (max oscan PAL)
- 1440x1132 @ 87Hz interlaced)
- 800x600 @ 76Hz
- 364x283 @ 76Hz

With a bit of calculation you can also figure out why the Retina comes with up to 4MB of RAM; at 1024x768x24 bitplanes, you need a whopping 1.8MB of RAM just for the picture, independent of the RAM needed for program requirements or picture manipulations!

Surprisingly, interlace at high resolutions is actually quite usable; I have not experimented too much with this yet, but it seems that 1024x768 @ 57 Hz non-interlaced flickers more than 1024x768 @ 91Hz interlace! In fact, 1024x768 @ 91Hz doesn't flicker. The loss of picture quality is small, and further experimentation with interlace at high-refresh rates seems worthwhile.

The Workbench emulation is limited to 16 colours at this point. The card itself is capable of displaying 256 to 16.8 million colours at the resolutions mentioned above. Since 16 is less than 256 we can conclude that the Workbench emulation does not make full use of the card yet. For that, we'll

have to wait for RTG to make its debut. However, having said that, the RetinaEmu allows you to open screens with "extra" colours. This means that, for example, if I want to run my ancient DPaint II in low-res at 32 colours half-bright I can use this mode to do it -- and it works. If I don't chose "extra colours," I get 16 colours with the palette repeated where the other colours normally are. The manual warns you that, because the Amiga has to re-calculate data for these extra colour screens, this mode is quite slow. DPaint II seems all right in this respect. VDPaint opens its screens in 24-bit, so you can work in 16.8 million colours without problems. Since this card has far better output than AGA chips in terms of resolution and number of colours, it would be nice to run all those AGA specific programs with it. Since I don't have any, I don't know whether it works, but I suspect it doesn't, since I don't have Workbench 3.0. However, the display program that comes with the Retina, which can display pictures and animations, does support formats like HAM8, IFF-ILBM 24 bit, IFF-DEEP, IFF-ILBM in 2 to 256 colours, etc.

OK, enough techno-speak. How does the Retina fare when actually put to use? The short answer is: very well. You have to see it to believe it! I now run my Workbench on a 1024x768 [1280x1024 at the end of review] screen with lots of space for my various docks under ToolManager 2.0 and for programs that open windows on the Workbench.

Things like your pointer preferences make for some comic relief the first time you run them. How much space does a 320x200 screen (the pointer preference program's screen resolution) take up on a 1024x768

screen? Not much! For all later runs you can set the resolution in RetinaEmu, though, so that you can have your low-res screen back.

Finally, since the card is now available through a North American distributor, there must be an English manual available. In case I haven't mentioned it yet, all documentation I received is in German, though the programs that come with the Retina are localized/multilingual. That's fine with me, but then not everyone reads weird Austrian philosophers for a living....

AMOS PRO Upgrade Now On Network

AMOS Pro is a turbocharged BASIC like language. Simple commands let you do sprites, music, graphics, IFF animation, Library access, device access, and lots of other things. It will be available on the Network as of April 21, 1993.

NEW FEATURES

This just fixes a few problems with v1.00, 1.10, and 1.11.

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You must already be a registered owner of AMOS Pro. This disc will update your current version to v1.12.

DIRECTORY

/amiga/dev/amos

FILE NAMES

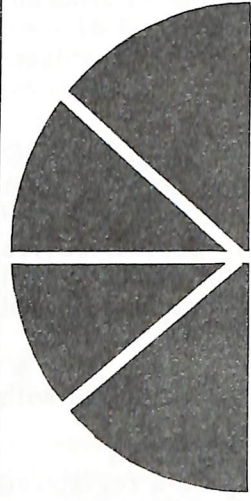
apro112.dms

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BUYER BEWARE

By
Mick Spratt

Recently I bought an Amiga 600 for a friend of mine who lives up the coast. Being new to computers he asked what software he would need and I suggested certain programs to start off with.

One of the programs I suggested that he buy was "Mavis Beacon Typing Tutor.". Explaining the benefits of typing properly with a computer keyboard, furthermore I gave him my "Mavis Beacon Typing Tutor" disk to see its features but it didn't run on his Amiga 600. We tried "Kickstart 1.3" however the program would just not run. There was disappointment all round and I bought more disks from my library to find out what other programs don't run on the Amiga 600. We found out that Flight simulation programs didn't run because there isn't a numerical keypad.

Obviously there must be several other programs that will not run on the Amiga 600 and the Amiga 1200, or to be more precise, "Workbench 2.0 and Workbench 3.0". I read an article in February. "Amiga Computing" magazine that the Amiga 600 runs 90% of existing software where as the Amiga 1200 only runs 50% of existing software.

I have spoken to some people who say that the fault lies with the programers who didn't follow some basic guide lines when writing their

programs. Still the bottom line for me is if I upgrade to an Amiga 1200 a certain percentage of software that I own will become obsolete, which is a bit hard to take considering the price of software.

The Amiga is so much easier to use but the argument that really hurts the IBM owners is how incompatible their software is on their so called compatibles. Unfortunately, I own an IBM XT (Commodore) and I have a 50% strike that public domain disk will work on my IBM compatible. With commercial software there is an area marked on the front marked "System Requirements.". This tells you what hardware and software you need to run the program.

With "System Requirements" some needs you will understand like needs so much memory, or needs a hard drive. Others like requires MS-DOS 4.0 or higher are similar to the Amiga's workbench and a similar message should be displayed on new software for the Amiga's. Then there are requirements like, needs Window 3.0, OS/2 or DR-DOS 6.0.. Confused? Well there is a lot more yet. With the IBM and compatibles there are several different kind of monitors and certain software requires particular monitors. Some of the monitors are mono, CGA, EGA, VGA, SVGA plus Hercules cards etc.. Next are the types of computers there is JX, XT, AT, 286, 386SX, 486SX, 386DX, 486DX, then there is mouse, sound, and joystick requirements. I have heard many IBM

owners grumble because the software they want requires a particular monitor or some other special requirement that they haven't got.

Still I am not here to bag the IBM's they have enough problems. I am more concerned with the Amiga's and I would like to see a standard for hardware and software.

At the next general meeting I can attend I am going to suggest that we keep a list of all programs that will not run on the new computers. This will require input from Amiga 600 and 1200 owners, but it will benefit other new Amiga owners. I forecast that there will be software specials in the future getting rid of all programs that will not run on the new Amiga's so if a list is made up it will save someone buying software that will not run on there computer. Other benefits could be that if a popular program doesn't run on the new computers we could write to the software house and ask for the program to be updated.

I am not against the new computers, on the contrary, I would like to see a standard where software and hardware accessories can be used on new Amiga's.

Mick's Money Makers

Have you ever had a good idea that you thought could make money? I believe we all do from time to time, like a new invention or a new product. You think of a good idea to make money then you see on the news someone has the same thought and they become millionaires because they made it or marketed it first.

Now we have personal computers and one of the great advantages is putting

ideas from mind to a format where we can store, recall, improve and draw diagrams. I do it often although I am not a millionaire yet I have benefited from this practice. Normally, if I get an idea I write down the reason for the idea, that might be a problem or a need. Then I write down the idea and basically how it works which I put onto a word processor and save it. In addition if I need any drawings or diagrams I design them on a paint program and save it having script on one page and drawings on the other.

I started writing down ideas for work related problems which I presented to the company. My ideas mainly concerned improving general production and saving man power. At the time I presented my first clever plan I was a casual looking at being laid off at Christmas but because of my interest in improving production I am now a permanent and have progressed well within the factory. I will never be an engineering draftsman but my ideas are looked at from someone who deals with everyday problems within the factory, and of the plans that I have put forward 2 have been implemented.

Therefore, if you want to become rich I suggest that you write down one idea per day, that will make 365 ideas in a year and if one idea makes the grade you can make some money. The most simplest of ideas make money, like the person who invented the "Ring Pull Tab" on drink cans. He became a millionaire within the first year because of his patent agreement he received 1 cent per can. So make it simple, plus something everyone needs, and don't forget to send a commission to me.

Maybe Mick should go to Canberra and speak to you know who about getting the country on its feet. Ed.

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Amiga Report



Excerpts from Amiga Report
International Online Magazine No.
1.07, April 30, 1993.

"The PC multitasks much better than the Mac." Boy, what a true, yet frightening, thought!!

AMOS PRO

V1.12 UPDATE - This just fixes a few problems with v1.00, 1.10, and 1.11 as of April 21, 1993. This Updater Disc is PD so spread it wherever you can!

Amiga Boulder Dash V 1.1909

- This is the second release of the game which is a clone of the popular C64 program. Amiga Boulder Dash is a multi-level single-player game in which the objective is to hunt through a maze of walls, rocks and dirt to collect diamonds. Includes lots of goodies to make the task more interesting than a trip to the garden. Also featured in the program is the cave-editor which allows the player to create his/her own game screens. **NEW FEATURES** - OS- friendly, Works will all processors (68000-68040), Tested to work in A2000, A3000, A4000, Improved graphics, sound, Nearly 60 unique levels, Fully function cave editor (with gadtools interface).

CURSOR

Pagestream 3.0

The suggested retail price of PageStream 3.0 will be \$US395. if you don't have PgS now, and you want to get 3.0, the cheapest way to do so is to buy a full copy of PageStream 2.2 now, which will entitle you to a free upgrade to 3.0. We sell a competitive upgrade to 2.2 for \$US175 which would also entitle you to the free upgrade to 3.0.

Statistics

There are roughly 5 million Amigas world-wide: U.K.: 1.5 million, Germany: 1.4 million, Italy: 700,000, France: 275,000, Scandinavia: 90,000, Benelux: 45,000, Rest of Europe: 35,000, North America: 600,000, Rest of World: 400,000. There are only around 4.3 million Amiga users (many own multiple Amigas. These numbers are looking better every month. The A1200 is selling at a rate of 60,000 units a month in the U.K. and seems to be selling rather well over here in North America as well. I think you'll see the total hit about 6 million by the end of the year if not 6.5 million. It really is a great time to be an Amiga owner :)

Which One?

People think that the A4000/030 is an alternative to getting an A4000/040, when in fact it is more of an alternative

to purchasing an A1200. The *important* and major difference in the 500 vs the 2000 is precisely the same as the difference between the 1200 vs the 4000/30: the addition of expansion slots and larger power supply, internal expandability. I can't really relate to buying a 4000/30 as an alternative to a 1200. I rather think Commodore would choke on the idea that they are positioning the 4000/30 as competition for their own 1200 machine. The price of a 4000/30 (too high) and the cheapskate trick of using a 68EC030 daughter board will only serve to slow down the acceptance of the 2000 replacement until they put out the "68030 with 68882 daughter board" model that the experienced users expected in the first place. I feel sure that this message is ringing in the halls of West Chester by now, and it won't be long before hunger drives them to flog the genius who thought this up.

Tut Tut!!

Recently a large German magazine publishing company was reported to the German police. They organized a competition amongst their readers for someone who could make the "best" computer virus. We believe it is criminal to encourage people to do things which are against the law. An aggravating circumstance is that the magazine in question had even printed a short description as to how to make viruses. We are shocked about and, of course, condemn this sort of behavior. (From Safe Hex International).

Final Curtain

Word has gotten to us that the authors of VIRUSZ (Georg Hoermann) and BootX (Peter Stuer) will be giving up

their work. Why? Reportedly, lack of financial support. After all, BootX was freeware, and from "speaking" with Georg Hoermann, he was actually LOSING money on VirusZ for a while. These authors DO get money from SAFE HEX INTERNATIONAL, but with disk sales as poor as they have been lately, they may not be getting enough! ** NOW'S YOUR CHANCE TO SAVE THESE PROGRAMS! ** If you use BootX, write to the author and let him know that you want this program to stay alive! Maybe even ask him to re- start support for the KickStart 1.3 version! Or maybe just even send him some money, because you use the program and would like to see it continued! Here's the address: (BootX) *Peter Stuer, Kawlei 21, B-2550 Kontich, Belgium*. And if you use VirusZ, let the author know that you support his work as well! He was one of the first (if not THE first) to come out with the "universal" DECRUNCH.LIBRARY to check crunched files, files compressed with LhA, DMS, and so on...DON'T LET VIRUSZ GO TO WASTE! Here's the address: (VirusZ) *George Hoermann, Lahnewiesgraben 19, 8100 Garmisch-Partenkirchen, GERMANY*. PLEASE write to them! These programs are VERY POWERFUL, and they have made their mark in the Amiga anti-virus scene! DO IT TODAY!

Toaster Switched On

There is a new Toy from New Tek called the 4000 toaster... they announced it this week at NAB. The info here is directly from New Tek themselves! The 4000 Toaster is a card

that will work in 2000, 3000 and the 4000. Although the special features are 4000 specific there is some improvements to the software. There are new effects that are particular to AGA mode. There is a whole new rewritten TOASTER CG which is all mouse driven with the ability to pull down menus for more features ... In other words they made it like Amiga software :-). So far there are still no releases or plans about PAL version. There are estimates of 60,000-100,000 Toasters sold - no wonder the originators all drive Ferraris!

Benchmarks

AIBB (Amiga Intuition Based Benchmarks) V6 has had its graphics-based tests completely re-written. The user is now allowed to select the screen mode to be used by AIBB when performing such tests via the "Set Gfx Test Mode" option under the "Test Options" menu. This is done via the ASL.LIBRARY screenmode requester, and thus this option is not available unless the host system is using V38 of ASL or greater (V38 is found with AmigaOS 2.1/3.0). Many other improvements and bug-fixes have been made.

Latest VC

Virus_Checker by John Veldhuis is now up to V6.25, released 19 April 1993.

Chaos

The Chaos Engine - A Gauntlet-style shoot'em up from the producers of such Amiga mega-games as Speedball I & II and Gods. One or two players. Is this the best Amiga game for a long time??? Runs on A500, A500+, A600,

A1000, A1200, A2000, B2000, A2500, A3000, A4000.

1 MB RAM required. Disk-based copy protection. Not hard-drive installable. It's been a LONG time since I have felt this good about forking out 25.99 (pounds stg) for a computer game! I recommend all shoot'em up fans go out and buy this baby right now! The game is a bit like Gauntlet meets Gods. One or two human players can pick from the 6 main characters to construct a party for the quest.

Both players run around shooting at monsters and collecting items. Sound simple? It is! Initially at least. And puzzles - most require the use of a certain key or the pulling of a lever to make something happen.

The "something" is almost always a something that gives you access to short cuts or bonus areas. There are also these things called Nodes scattered around that are activated by shooting at them. Shooting the nodes causes the exit to open. But since there are multiple exits on the levels, finding the right nodes becomes important... especially since each exit leads to a different start point on the next level!

While some lead to "Power-Up Heaven," others, quite literally, leave you in the pool! To give an idea of how vast this game is, I rarely manage to get any more than 60% completion before I leave a level, and I am discovering new areas/bonuses that I missed EVERY time I restart and play a new game!!

Naturally the logic problems get more devious as the game progresses

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The Library

With Vic Mobbs

Both the Amiga and C64/C128 Libraries have been computerized and each item given a unique key-number. This unique number is a structured "key" of 13 characters each of which represents something. To know what these are is helpful in finding what you want in the library.

The first character names the type of computer. A=Amiga, C=Commodore C64/C128, I=IBM compatible.

The second character=the type of item. B=Book, D=Disk, M=Magazine, L=Learning/education.

The next 4 characters name the GROUP if there be one, eg: mega=mega-disk, AUIN=Amiga User International magazine; otherwise zeroes are entered.

The next 4 character represent the item number. eg: 0027=Superbase Personal while the decimal place character represents the particular version/edition.

The last character represents the copy, "a" or "b" etc.

Because computerized listings are so un-forgiving, Members are asked to check whether their Library Membership is up-to-date as it has been discovered that a number of borrowers have not been library members. Please note that ONLY members who have paid the extra \$10 library administration fee may borrow.

CATALOGUE DISKS

Commercial Libraries catalogues have been completely revised and updated. There is one 3.5 inch disk for the Amiga and two 5.25 disks for the 64/128 computers. Copies of these may be obtained ON LOAN by applying to the LIBRARIAN who will advise the correct method for reading them.

FOR SALE

Amiga GENLOCK (PAL)
Suit A2000 - This Unit Is
Brand New - Never In
Machine - Cost \$349
SELL \$250

This Genlock allows you to combine the Amigas display with the output from a VCR, Video Camera, Laser Disk etc. The combined display can be viewed or recorded on VCR for titles, captions and special effects. Also adds a Colour Composite Output to your computer - as well as extra RGB input.

Peter Hughes
(07) 378 5693

FOR SALE

EPSON LQ550
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PERFECT CONDITION
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J. Van Staveren
(07) 372 3651

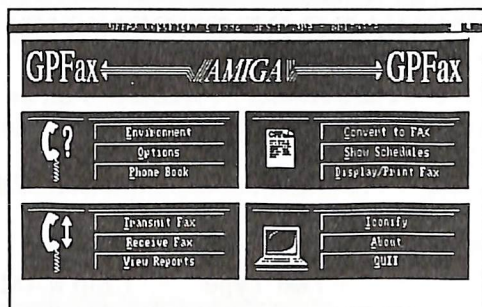
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NETWORKING: GPSoftware is the Australian distributor for OXXI NOVELL the Amiga Client Software for connection to MAC or PC's running NOVELL V 2.15 or higher of NOVELL NETWARE.

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RAM-ifications

BEWARE OF EXPENSIVE AND SLOW PCMCIA RAM

Here are the results of AIBB 5.0 on an A1200 with a PCMCIA 16 bit ramcard, and with a Microbotics MBX1200Z. Reference is a A1200 with only chip ram.

AIBB V.5.0 Benchmark comparison of the Amiga 1200 in three configurations:

Test Type	Chip RAM	PCMCIA MBX1200z	
WritePixel	1.00	0.63	2.15
Sieve	1.00	0.98	1.21
Dhrystone	1.00	0.73	1.85
Sort	1.00	1.08	1.44
Matrix	1.00	0.80	1.60
TMath	1.00	0.79	1.24
Memtest	1.00	1.00	1.31
TGTest	1.00	0.79	1.71
AVERAGE	1.00	0.85	1.50
Savage	1.00	0.62	55.24
FMath	1.00	0.58	6.02
FMatrix	1.00	0.64	1.61
BeachBall	1.00	0.64	10.36
SWhetstone	1.00	0.61	16.48
DWhetstone	1.00	0.61	17.49
FTrace	1.00	0.62	28.37
CPLXtest	1.00	0.63	2.15
AVERAGE FP	1.00	0.62	17.22
OVERALL AVERAGE	1.00	0.73	9.36

Bottom half of table shows floating-point-intensive benchmarks. As you can see, PCMCIA ram most often slows down the machine!! Of course, floating point results must take care that the test was done with a 68881FPU on the 1200!!

C64-128 NEWS & VIEWS



By Douglas Maclurkin

UPDATE FOR THE 64/128

There are a lot of recent peripherals and new programs which you may not have heard about. The following is not a complete list but will serve to whet your appetite.

THE ILLUSTRATOR

This is an addition to "THE WRITE STUFF" which allows you to add graphics to your text. It will be reviewed in a future issue of 'Cursor' and we will have several lectures about it. Already it shows great promise. We have copies both for the 64 and 128. (\$10 plus \$3 p&p).

THE WRITE STUFF PUBLISHER

This program is still in the pipeline but promises to be of the same high standard as the other BB products.

RAMDRIVE and RAMLINK

These are the very latest in Ram drives and in fact supercede the old REU'S which are becoming increasingly difficult to obtain. These drives are designed for optimum speed, compatibility and capacity with the built in capacity to maintain data while the computer is turned off. They are both equipped with an external power supply and battery backup capabilities so that there is safe data retention even

during power failure. These drives also have their own built-in DOS which means they are extremely compatible with software because they are recognized as disk drives- not as RAM devices which may require special programming to be recognised. In addition they also have the computer portion of JiffyDOS which provides the convenience of a DOS wedge with commands such as Copy, Rename, Load, Save &c. The price is a little formidable ranging from US\$200 upwards depending on the Mb capacity. It is not too bad if you look at it as another disk drive. 1581 DISK DRIVE The 1581 uses a 3 1/2 hard disk similar to the Amiga, which holds about ten times the amount of data held in a double sided 1571 floppy disk. Also the speed is greatly increased. The drive can be numbered from 8-10; I have had my 64/128 modified so that I can switch from 8 to 9; this allows me to allocate 8 to the 1581 which then responds to the 128's 'Directory' and other commands and also the built-in Turbo commands in the 64. With the increased capacity I have been able to load in TWS 128 and the dictionaries all on the same disk. It will also prove invaluable for Superbase where Superscript and all the required data can be stored on one side. On the down side it is impossible to load into it any programs which are not specifically named eg games and most commercial programs. The 1581 is still available but be quick! It has a price range of \$US200 up. HD Series Hard Drives for the 64 and 128. These

hard drives have a standard capacity of 20, 40, 100 and 200 Megabytes and are about 100 times faster than a 1541. They are completely compatible with nearly all commercial software and support all Commodore DOS commands and GEOS and CP/M. An HD 20 Mb costs US\$399.95 and a 200 MB costs \$1099.95.

GEOMAKE BOOT

Creates boot disks on all GEOS supported drives (1541, 1571, 1581, HD's, RAM drives). Includes a version for the 64 and 128. Price US\$12.95.

PERFECT PRINT

This program helps eliminate the jagged output on the GEOS fonts on 9 and 24 pin printers. Price with LQ fonts US\$49.95. The above updates are but a few of many new items available in the 8 bit market and hopefully indicate a continued interest in the 64/128.

TWS MACROS

How to make your own terminal message.

The Write Stuff lends itself very easily to creating your own macros; I have found particular use for my own farewell message including my address. Just follow my instructions closely. 1. Clear all the text from the screen (up arrow, edit, clear text, above or below cursor). 2. Tap CTRL, then SHIFT-M (capital m). All the macro definitions will appear and you can add, edit or delete as you wish. 3. Cursor down to the bottom of the list and on a free line type in the first line of your message preceding it with your macro eg yt='Yours truly'. Now, instead of pressing RETURN at the end of the line you must enter a reverse video backarrow (CTRL, 1,

BACKARROW). Use the Cursor or the space bar to get to the next line and if you want to leave a few spaces for your signature just repeat the reverse, backarrow sequence for as many lines as you wish. Now enter your name and address but remember to end each line with a reverse video, backarrow. Finally leave three clear lines at the bottom of the list of macros by pressing RETURN as required. To save the macros just press CTRL,s and the autosave feature on the first line will save it for you. To print the macro in your text first turn on the macros (CTRL,m), then type yt and press the space bar. Of course you can have lots of fun creating your own macros. Here are a few suggestions which may appeal:-

sw=sealed with a loving kiss.

yh=yours 'til Hell freezes over.

ww=why don't you write, you lazy hound?

cy=catch ya

mx=may I extend to you and your family my best wishes for your continued happiness and prosperity.

The possibilities are endless; limited only by your imagination.

OFFICE OFFERINGS

Here are a few hints from the office.

OO1. Cover for 3 1/2 inch disks. Actually these disks are supposed to be dust proof but for those who want to make sure try the following:- Use an ordinary envelope, or, as I did, use a 9 inch envelope (cut in half). It is quite easy to measure 3 1/2 inches along one side and cut it off. Trim the other side, fold it over and glue it (I used my own homemade glue (see below). The envelope flap can be

allowed to fold down and totally seal the disk.

002. One of the joys of using 5 1/4 inch disks is that you have plenty of room to write on the envelope a directory of the contents; there are even programs which map out the outline of the envelope and print the directory on it in three columns and both sides. Not so the 3 1/2 inch disk which has very limited space on which to write and can hold a great number of files. However, I used white envelopes and used a tiny 3 column directory print out (courtesy of Paul Blair) which could be pasted on the envelope both back and front.

Note also that anyone interested may obtain a copy from me on application (128 computer and Epson compatible printer). I am working on a 64 version but would appreciate some help.

003. Those who own a 128D may not know that it can be modified so that it can be changed from device 8 to device 9. This is particularly useful if you have a 1581 drive as most programs operate via device 8.

Sticky Business

I have tried most of the glue sticks and the glues including Clag and Peli and UHU. The sticks have a tendency to dry out and so become useless; they are also very expensive. The Clag types don't seem to stick so well especially on shiny disk covers.

So, once again to the kitchen. Make a mixture of plain flour and cold water in a pan and boil it until it turns colour from white to semi translucent stirring all the time until thick. In other words it forms into a starch. Allow to cool

and add an antiseptic such as Dettol or other fragrant antifungal; I used Isocol. This latter is very important as the mixture has a strong tendency to form a dark mould just like bread. This glue will stick like fly paper and it's cheap. Don't forget to put it in a sealable screw top jar. Like all wet pastes use it sparingly or the paper will crinkle.

HEX & HEXES

Are you superstitious, like me? Are you afraid that something dreadful will happen if you 'Don't touch wood' or use the number '13'?

I am all of these things and had a problem when I joined a fitness gymnasium. The instructors tell you to 'do this exercise 10 times and repeat 3 times'. OK so far. But, if you want to increase the exercise to say, 15 times, then your count will include the dreaded '13' and the exhausted way you feel, you could drop dead! Believe me, that's the way you feel with some of the exercises they call on you to execute (if I may be permitted an appropriate word). My solution was to count in Hexadecimal (16s)--00, 01, 02, 03, 04, 05, 06, 07, 08, 09, 0A, 0B, 0C, '0D', 0E, 0F, and so on, avoiding the use of the dreaded '13' and going on to live to a ripe old age! Of course '13' occurs later in your count but this time it stands for decimal '19' and the Hex has been broken.

Keep your fingers crossed, avoid walking under ladders and never, never, venture forth without your rabbit's foot.

64-128 Workshop

25 Fairleigh St.,
Windsor:
3rd Sunday of the
Month
1pm--4pm

Rod Watson
coordinator.

Phone: (07) 857 6131

Huge selection of Public Domain software and a C64 and printer permanently set up. Magazine library for the 64 operates.

PLEASE NOTE: Activities that breach Copyright on Commercial Software are illegal, and will not be tolerated at Meetings!

I was taken to task by an 8-Bit member after the last issue of "Cursor" for not changing the above notice for the "Workshop" venue. The reason I did not change anything was because I was not advised!!

The other notice inviting members to bring along their computers to the Amiga meeting at Ithaca RSL Hall, was an adjunct to the above "Workshop". It was a suggestion by me in an endeavour that members gain an appreciation of each others equipment, Obviously it failed because either nobody was interested or nobody understood. Ed.

5.25" Disks

\$8.00 Box for 1 to 4 Boxes

\$7.00 Box for 5 Boxes

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Plus \$5.00 postage and packing

DISKS

Public Domain disks 5.25" Single sided: \$2.00 ea.
Double sided: \$3.00 (\$3.00 p&p for up to 5 disks)
Catalogue disks 5.25" for P.D or Library: \$2.00 ea.
(\$2.00 p&p).

5.25" blank disks: \$8.00 per Box for 1 - 4 Boxes
\$7.00 per Box for 5 Boxes
\$6.50 per Box for 10 Boxes
(\$5.00 p&p on all).

BOOKLETS

Public Domain Instruction Book (C64): \$5.00 (\$2.00 p&p)
Starting with Disk Drives (Paul Blair): \$2.00 (\$1.00 p&p)
Graphics and Sound on the C64 (G. Perry): \$5.00 (\$2.00 p&p)

Userware Wordprocessor

THE WRITE STUFF 64

(word processor), with Manual: \$18.00.

V2. BB SPELLER 64

(supplements TWS64) \$12.00.

BB Talker

(Write Stuff with speech synthesizer) \$12.00.

THE WRITE STUFF 128

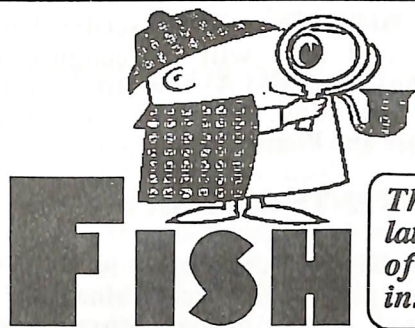
(word processor) with Manual: \$30.00.

V2 BB Speller 128

(supplements TWS128): \$12.00.
(\$3.00 p&p).

8 Bit Report

Nothing to Report as nothing
received to report.



841 - 860

The PD Library may not have all of these latest listings of Fred Fish Disks at the time of printing. Purchase and posting details inside rear cover (this issue) Ed.

CONTENTS OF DISK 841

AniMan AniMan combines Amiga animation, speech synthesis, and voice recognition, to provide you with an animated talking head that will run any Amiga program by voice command. Ask for an Amiga program by name, and AniMan will oblige. If AniMan becomes impatient, you may be insulted. AniMan will also recite poetry if you ask nicely. It is designed to work with the Perfect Sound 3, Audio Master (Audio Magic), or generic audio digitizers. Also requires 1MB of fast memory. This is Version 5.0 of AniMan, an update to version 3.2 disk 723. New features include support for AGA and improved performance. Binary only. Author: Richard Horne

GifInfo A small program that gives information about GIF files, such as size, number of colors, etc. Includes documentation in English and French. Version 1.12, binary only. Author: Christophe Passuello

PowerData Patches AmigaDOS, enabling all programs to read and write files packed with PowerPacker in way that is completely transparent to themselves and the system. Programs will read

powerpacked datafiles directly, and will also magically start compressing their own datafiles, as they create or update them. This is version 38.115, an update to version 38.105 on disk 801. Partially localized for use with Workbench 2.1. Workbench 2.04+ only. Shareware, binary only. Author: Michael Berg

CONTENTS OF DISK 842

AntiCicloVir A link virus detector that detects 30 different such viruses. Checks your disk and memory for known link viruses, and can also detect known bootblock viruses in memory. Version 1.8, an update to version 1.7 on disk 815. Shareware, binary only. Author: Matthias Gutt

GadToolsBox A program that lets you draw/edit GadTools gadgets and menus and then generates the corresponding C or assembly code for you. This is version 2.0, an update to version 1.4 on disk 731. Includes source. Author: Jan van den Baard

CONTENTS OF DISK 843

BrowserII A "Programmer's Workbench". Allows you to easily and conveniently move, copy,

rename, and delete files & directories using the mouse. Also provides a method to execute either Workbench or CLI programs by double-clicking them or by selecting them from a ParM like Menu with lots of arguments. Uses whatis.library to detect file types and executes commands based on these. Version 2.13 for AmigaDOS 1.3 and 2.31 for AmigaDOS 2.0 (localized). Update to version 2.04 on disk 649. Binary only. Author: Sylvain Rougier and Pierre Carrette

MeMeter A WB 2.0 only version of MeMeter (only 2000 bytes). Update for original MeMeter, which didn't work under 2.0. Includes source in C. Author: Pierre Carrette

ParM Parametrable Menu. ParM allows you to build menus to run any program in either in WorkBench or CLI mode. This is an alternative to MyMenu which can run only when WorkBench is loaded. ParM can have it's own little window, can attach menus to the CLI window you are running iw from, or to the _B menuw, just like MyMenu. Versions 3.6 & 4.3, an update to version 3.6 on disk 649. Binary only. Author: Sylvain Rougier and Pierre Carrette

WBRUN A RunBack style program which use parm.library. Runs programs in WorkBench mode from any CLI. Programs are fully detached. The program you run must support WorkBench startup. Includes source in C. Versions 1.3 and 2.0. Author: Sylvain Rougier and Pierre Carrette

WhatIs WhatIs.library can detect file types and is fully parametrable by an

ascii file. You can describe file types and they will be recognized by the library. A few tools are also included. Author: Sylvain Rougier and Pierre Carrette

CONTENTS OF DISK 844

DBB Digital Breadboard is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input AND, OR, NAND, and NOR gates, NOT and XOR gates, D, JK, and SR edge-triggered flip-flops, multiple independant clocks, switched and pulsed inputs, outputs, Vcc, GND, independant 4-channel oscilloscope, event counters, variable speed timer, preferences printing, and more. Requires AmigaDOS 2.x. This is version 1.1, freeware, binary only. Author: Dan Griffin

DiskPrint A label database which prints and stores disk labels for 3.5" and 5.25" disks. Primarily created as a combined database and print utility for FD disks, it includes easy-to-use label library functions (like printing labels for a whole FD series in one turn or multiple print of one label) and labels for most FD disks which are available within a few mouse clicks. Features include a fast search routine, user-definable label layout, different label sizes, intuition-based disk directory read-in and a lot more. Very configurable. Works fine with every printer connected to the parallel port and AmigaOS 1.2, 1.3, and 2.x. This version now includes DESKJET support for single label sheets. Includes both English (PAL & NTSC) and German versions. This is version 3.59, an update to version 3.51 on disk 685. Shareware,

binary only. Author: Jan Geissler

CONTENTS OF DISK 845

ISL Imagine Staging Language, a decompiler and compiler which allow the user to create and modify Imagine staging files in a manner much more powerful than that provided by Imagine itself. Imagine is the 3d rendering and animation program published by Impulse. ISL does not require any particular version of AmigaDOS, but it only works with version 2.0 of Imagine. Version 1.4, binary only. Author: John T. Grieggs

Sz'kwa Sz'kwa, a children's game from Northern China, as described by Clifford A. Pickover in his book 'MAZES for the MIND, computers and the unexpected'. Requires Workbench 2.04 or higher. This is version 1.1, binary only. Author: A.R.Mohowitsch

TextPlus A TeX frontend word processor that provides facilities for tables, lists, mailmerge, footnotes, inclusion of IFF graphics, an ARExx Port (111 commands) and full OS2.0/3.0 compatibility. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. New features are support for LaTeX, Make-Index (automatic index generation) and printing via PRT:(TeX is not needed for the latter). This is the German version 4.10, an update to version 4.00 on disk 700. Disk 846 contains the English version. Shareware, binary only. Author: Martin Stepler

CONTENTS OF DISK 846

FileCache This package is for

compiler and assembler writers. It implements a cache for include files with a file cache server. Can greatly speed up compilation and assembling. Binary only. Author: Christophe Passuello

IObject A linker library that emulates some gadgets of the gadtools library (CheckBox, Cycle, Button, Scroller, Integer, String) and an area of text with scrolling. Works with all versions of WorkBench. Includes examples and documentation in English and French. Binary only. Author: Christophe Passuello

TextPlus A TeX frontend word processor that provides facilities for tables, lists, mailmerge, footnotes, inclusion of IFF graphics, an ARExx-Port (111 commands) and full OS2.0/3.0 compatibility. Makes use of PasTeX, Georg Hessmann's Amiga implementation of TeX. New features are support for LaTeX, MakeIndex (automatic index generation) and printing via PRT: (TeX is not needed for the latter). This is the English version 4.10, an update to version 4.00 on disk 700. Disk 845 contains the German version. Shareware, binary only. Author: Martin Stepler

CONTENTS OF DISK 847

ADM A comfortable and flexible address database with font sensitive windows, commodity support, application window support, an ARExx port, public screen support, and fully controllable from the keyboard. It includes user flags (grouping), email support, and freely configurable label printing. It can fill out letter forms and call your word processor, print remittance orders, dial the modem, and has online help. Requires AmigaDOS

version 2.04 or later. Version 1.01, German version only. Shareware, binary only. Author: Jan Geissler

MidiChords A program which replaces and extends the chord-key-play- function, as may be found on several low priced keyboards. To make full use of this code a MIDI interface and a keyboard capable of MIDI reception is required, however, a limited audio output is available too. Some special harmonic routines are: Chord Finding, Sequencing and Random Play. Chords and sequences are played by simple mouse clicks and recorded Seqfiles can be saved (and loaded). On-line information may be switched on/off. Version 3.2, binary only. Author: Theo Brugman

CONTENTS OF DISK 848

Amiga_E An Amiga specific E compiler. E is a powerful and flexible procedural programming language and Amiga E a very fast com- piler for it, with features such as compilation speed of 20000 lines/minute on a 7 Mhz amiga, inline assembler and linker integrated into compiler, large set of integrated functions, module concept with 2.04 includes as modules, flexible type-system, quoted expressions, immediate and typed lists, low level polymorphism, exception handling and much, much more. Written in Assembly and E. Version 2.1b, an update to version 2.1 on disk 810. Public domain. Includes partial sources. Author: Wouter van Oortmerssen

CWeb A programming tool that allows you to program top down, by splitting your program into many small, and understandable modules which 'ctangle' tangles into a compiler

understandable file. By applying 'cweave' to the program you can produce a pretty-printed listing for processing with 'TeX'. This is version 2.7, an update to version 2.0 on disk 551, now with full ANSI and C++ support. Includes source. Author: Donald Knuth, Silvio Levy, port by Andreas Scherer

Poker A "fair" version of a casino video poker machine in which a deck is dealt randomly. Regular casino rules apply. This is a variation of the version that appeared in the October 1992 of JUMPDISK, the Original Disk Magazine for the Amiga. Author: Richard Ramella

CONTENTS OF DISK 849

AmigaPascal This is a mini PASCAL compiler, which may be used for smaller projects. It is not yet quite complete and can only be run from the CLI. Works on all Amigas, and OS versions from 1.2 to 3.1. Version 1.0, freeware, binary only. Author: Daniel Amor

BackGammon The computer version of the game. This is a tiny little game which runs on Workbench. Works on all Amigas, and OS versions from 1.2 to 3.1. Version 0.9, freeware, binary only. Author: Igor Druzovic and Daniel Amor

CDTV-Player A utility for all those people, who'd like to play Audio CD's while multitasking on WorkBench. It's an emulation of CDTV's remote control, but is a little more sophisticated. Allows access to the archive even without a CDROM drive (i.e. AMIGA 500-4000), although you can't play a CD. Program and KARAOKE (live on-screen) included.

Recognizes CDs automatically. Version 1.8, an update to version 1.5 on disk 805. Freeware, binary only. Author: Daniel Amor

MathPlot A function plotter with lin/log plot, a complete KS 2.0 interface, and AReXX support. Needs Kickstart/WorkBench 2.0 and mtool.library (included). Version 2.01, an update to version 1.04 on disk 573. Shareware, source available from author. Author: Ruediger Dreier

RRT Demo of a real time mapping of a reflection of a graphic onto a sphere. Is system friendly, multitasks, and uses an Intuition screen. Written in C with small assembler assist. Includes source. Author: Adisak Pochanayon

CONTENTS OF DISK 850

4-Get-It A fully playable version of an arcade quality puzzle game with 10 levels. The full version has almost 300 levels and 700K+ additional graphics. Impressive sound and graphics. Requires 1 MB. Binary only. Author: Adisak Pochanayon

FastGIF A very fast GIF viewer with a graphical user interface, file requester, support for AGA chips set, support for viewing in a WorkBench window, IFF saving (registered version only), and GIF89a compatibility. Includes English and French versions. Version II (1.01), an update to version 1.00 on disk 690. Shareware, binary only. Author: Christophe Passuello

MineField Another MineField program. This one has nice graphics, sound, adjustable parameters, and a 3D look interface. Author: Adisak Pochanayon

CONTENTS OF DISK 851

AmigaWorld A database program that contains information about every country on Earth. It enables you to have a look at the data of one country, or to compare several countries. It is easy to handle, and you can use it with your favourite colors, font, and even language (at the moment there are English, German, Swedish and Dutch data files). Requires 1MB of memory. This is freeware version 1.1, an update to version 1.0 on Disk 804, New features include information about currencies. Modula-2 source is available from the author. Author: Wolfgang Lug

ArmyMiner An ultimate "XMiner-type" game that integrates all of the best aspects of the previous Amiga versions of the game. Options include: Automatically mark or clean the neighbours of asquare; Safe start (no explosion at first click); Safe click (gadget-like behavior for squares); Question marks (for configuration analysis). You can also specify your own custom board settings. The game has a very useful pause option, sound effects, high-score tables and a very nice interface. It works under OS v1.3 or 2.0, NTSC or PAL. Version 1.0, binary only. Author: Alain Laferriere

GraphPaper Creates graph paper. You specify the size and number of cycles in both the X and Y directions. Each major cycle may be divided into minor cycles and may be linear, logarithmic, or log/log. It will print the graph paper on any preferences supported graphics-capable printer. Version 1.2, includes source. Author: Bill Ames

HyperANSI An ANSI editing

program. Allows you to edit up to 999 pages at a time, with a unique 'transparency' mode which allows you to 'see through' the pages (and save as a single page). Other features include; Copy, Move, Fill, Replace, Flood fill, Text alignment & justification, line drawing, character painting (colors and/or text), half character painting, and keyboard remapping for all 255 IBM characters ...Plus more. Version 1.6, an update to version 1.02 on disk 803. Shareware, binary only. Author: Mike D. Nelson

SingleFile A small utility that can be used to determine if there are duplicate files or directories on a given volume. It can be used to help save hard disk space and reduce backup times. CLI usage only, version 1.0, binary only, shareware Author: Phil Dobranski

CONTENTS OF DISK 852

CPUClr A small hack, inspired by CPUBlit, that replaces the BitClear routine of the graphics library with a highly optimized 68020 (or higher) routine. This results in about a 60% speed up on a 68020 and should be even more on a 68030/68040. This is version 3.20, an update to version 2.0 on disk number 709, includes source. Author: Peter Simons

OriginsDemo Demo version of a commercial genealogy program. The number of records is limited in practice only by available memory and storage. You may track attributes of people, such as date and place of birth, death, burial, and marriages, and parent/child relationships. Details such as baptism, immigration, and occupation are also allowed for. Reports: individual, family group, pedigree, Ahnentafel,

descendants, Tiny-Tafel, alphabetical lists. Free-form text for sources and notes; display of IFF pictures; ARexx functions. The demo version allows a limited number of records, has printing of some reports disabled, and has GEDCOM utilities removed. Requires minimum 1 MB of ram, OS V1.3 or greater, and arp.library. Version 1.06, binary only. Author: Jeff Lavin

ReSourceDemo Demo version of the commercial disassembler. Very fast, intelligent, interactive. Over 900 menu functions. Most of the Amiga structure names are available at the touch of a key (user-defined structures also supported). Base-relative addressing, using any address register, is supported for disassembling C programs. Choice of traditional 68K syntax or the new M68000 Family syntax. Online hypertext help. Requires minimum 1 MB of ram, OS V1.3 or greater, and arp.library. Version 5.12, an update to version 3.06 on disk number 232, binary only. Author: Glen McDiarmid

CONTENTS OF DISK 853

ADtoHTA program to convert AutoDoc-files to AmigaGuide-format. Creates links to functions and include-files. Requires OS2.0+. Version 1.01, includes source, freeware. Author: Christian Stieber

AppISizer An AppIcon utility to get the size of disks, directories or files. Gives the size in bytes, blocks and the actual size occupied. Now supports 5 tooltypes and command line options for the positioning and replacement of the internal AppIcon, and for the positioning of the output window. Requires KickStart 37.175 or higher.

Version 0.61, an update to version 0.41 on disk number 802. Binary only. Author: Gerard Cornu

Hyper Will lead you through documents that are written to be used with the legendary 'Am*gaGu*de' from Commodore. An ARExx port gives access to it from other applications. Requires OS 2.x. Version 1.17e, an update to version 1.15a on disk number 786. Shareware, binary only. Author: Bernd (Koessi) Koesling

IconAuthorDemo A replacement for IconEdit2.0. It can transform IFF images or brushes into resized 2-BitPlane brushes or icon files that match the WorkBench2.0 colors. Online help is available via 'Hyper'. Demo version limited to processing provided demo image only. Requires OS 2.x. Version 1.08, an update to version 1.06 on disk number 786. Shareware, binary only. Author: Bernd (Koessi) Koesling

MapTriX A texture map/backdrop generator featuring a large number of fractal effects, including mountains and clouds, wavesynthesis, and "static" generators. Also has some image processing tools, including emboss, ruffian, convolutions, resizing and smooth. Supports DCTV if available. Requires AmigaDOS 2.04+. Version 1.0, shareware, binary only. Author: Alexander D. DeBurie

PhxAss PhxAss is a complete macro assembler, which supports the instruction-set and addressing modes of all important Motorola processors (MC68000,68010,68020,68030,68040,6888x and 68851).It understands all common assembler-directives and can generatenot only linkable object-files but also absolute code, which can be

written to memory, to a file or directly to diskusing the 'trackdisk.device'. In all cases the user has the oppor- tunity to choose between the large and small code/data-model. Version V3.00, an update to version V2.11 on disk 749. Binary only. Author: Frank Wille

PhxYlk Linker for Amiga-DOS object-files, which also supports the small-code/data model. Version V1.35, an update to version V1.27 on disk 749. Binary only. Author: Frank Wille

QDisk A Workbench 2.x or better program to display the space usage of your Amiga DOS devices. (A WorkBench type "Info" command) Also shows other information relating to drives. Supports tool types to position windows and set a warning flag when space usage becomes high. Version 1.0, binary only. Author: Norman Baccari

CONTENTS OF DISK 854

DiskMate A disk utility with multidrive disk copier (either DOS or non DOS disks), disk formatter, disk eraser, disk installer, and floppy disk checker. Version 4.1, an update to version 3.0on disk number 804. Binary only.Author: Malcolm Harvey

DRAFU"Draw a function". Display any mathematical function by itself or overlay on top of a previously displayed function. Can also calculate integrals over those functions. Save the result inan IFF or ACBM file (disabled in this demo version). Many screen mode/display options. Includes an AREXX interface and its own scripting language. Version 0.82, compatible with WorkBench 1.2/1.3/2.0. Binary only. Author:

Upcat Disk catalog program.

Read file information from disks, store it in a catalog in memory. Save/load catalogs to/from disk, display catalog in several ways, select files to be displayed, print (selection of) catalog, 32 user definable categories, add comment to files in catalog. Version 1.0, freeware, binary only. Author: Frans Zuydwijk

CONTENTS OF DISK 855

BanherA tiny utilitx to cre'te - surprise, surprise - banners. By default BANNER uses an internal font that is ideal for title pages or sources headers. You may also render your banner from any amiga font with (nearly) unlimited font size and variable aspect. Version 1.4, binary only. Author: Tobias Ferber

HWGRCS Part 1 of a complete RCS 5.6 port to the Amiga currently at patch level 2. It is not related to the old RCS on Disks 281, 282 & 451, but all new and shiny. The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently. For example: programs; documentation; graphics; papers; form letters; etc. Included are RCS 5.6, GNU DIFF 1.15 and LP as a neat V37 line print utility. Complete sources are contained in part 2 of the distribution on disk number 856. Author: Many, Amiga port by Heinz Wrobel, docs prepared by Hans-Joachim Widmaier

KeyCall Provides up to 10 hotkeys using F1-F10 and your choice of qualifier. The advantage of using

hotkeys as opposed to menu or docking programs etc, is of course, that the keyboard is always available regardless of the screen you are currently working in. Compatible with both 1.3 and 2.x systems. Version 1.3.2, binary only. Author: Mick Seymour

LP A very powerful tool to prepare text files for printer output. Offers a great variety of options including indentation, page headers, page numbering, multi-columns and WITH files. Includes TI and FILES, two utilities to check your printer output and create WITH files for LP. Version 1.18, includes source in C. Author: Tobias Ferber

CONTENTS OF DISK 856

ButlerJames A database program designed primarily for address management, but can be used for other purposes as well. Hotkey activated, allows you send selected groups of data directly to the keyboard input stream or printer. Very useful to avoid having to continuously enter an often used address into your favorite word processor for example. Compatible with OS 1.2/1.3/2.0 Binary only. Author: Christoph Zens

DockImages An ILBM Dock-Images-Picture with a collection of Dock-Images for AmiDock (Gary Knight) or the ToolManager (Stefan Becker) or a similar program. Author: Various, collected and submitted by Wolf-Peter Dehnick

HWGRCS Part 2 of a complete RCS 5.6 port to the Amiga currently at patch level 2. It is not related to the old RCS on Disks 281, 282 & 451, but all new and shiny. The Revision Control System (RCS) manages

multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently. For example: programs; documentation; graphics; papers; form letters; etc. Included are RCS 5.6, GNU DIFF 1.15 and LP as a neat V37 line print utility. Binaries and documentation are contained in part 1 of the distribution on disk number 855. Author: Many, Amiga port by Heinz Wrobel, docs prepared by Hans-Joachim Widmaier

CONTENTS OF DISK 857

AnimBrushes Eight
AnimBrushes for use with ToolManager 2.0 (Copyright (C) 1990-92 Stefan Becker). They have been designed for a four color non-interlaced hi-res screen. Author: Gérard Cornu

EvalA full-featured floating point expression evaluator that can assign variables, has many built-in functions and constants, allows input and output in any number base, and uses a C-like syntax for expression evaluation. Full ANSI C source is included and easily portable to other platforms. Version 1.12, includes source. Author: Will Menninger

MakePatchScans a file for changed, inserted or removed bytes and saves these changes to a small patchfile. This file contains all the information for the supplied "Patch'Em" program to patch an old version into the new one. Very useful and time-saving for sending updates to Beta testers for example. Not just limited to programs, you can use MakePatch/Patch'Em with all kinds of data; graphics, sound, lharc archives, etc. Version v0.017, includes assembly source. Requires OS 2.04

minimum. Author: Peter Simons

SolitaireSamp Sampler package of an integrated collection of five Solitaire card games. Included are: Carlton, Martha, Pas Seul, Slider and Poker Squares. Nicely done, with online help and instructions. Binary only. Author: Richard Brown & Tower Software

UDraw A drafting tool that is bitmap oriented rather than object oriented. The original intent with UDraw was to provide a mechanism for the rapid drawing of schematic diagrams. However, UDraw has applications beyond this original intent. Makes heavy use of "clip boards", files which contain clips of various items that are displayed simultaneously but behind the work area, parts of which can be lifted off and pasted to the working screen. Version 1.0, binary only. Author: Ron Stefkovich.

CONTENTS OF DISK 858

DocDumpDrv More printer drivers for DocDump V3.6 (FF800). Included are drivers for the HP-Deskjet+, HP-Deskjet500 and HP-Laserjet Series II. The Laserjet version uses a softfont, which is included. Author: Robert Grob

EPUA program like Stacker or XPK that allows applications to access compressed data from AmigaDOS devices without knowing that the data is compressed, and automatically compresses new data. The file size is not limited by memory and the settings of the handler can be changed at any time. Version 1.4, an update to version 1.0 on disk number 809. Shareware, binary only. Author: Jaroslav Mechacek

SuperDark A screen blanker with some special features. It is similar to the AfterDark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more. Version 1.5, an update to version 1.2 on disk number 835. Includes source. Author: Thomas Landspurg

CONTENTS OF DISK 859

DCmp A utility that allows you to compare two disks block by block. Written in order to check the reliability of the Video-Backup-System, (VBS), DCmp can create a file containing a list of differing sectors which can be used in conjunction with a disk-editor to correct the defects. Version 1.51, an experimental release. Works with all Amigas using Kickstart 1.3 or higher and supports req[tools].library. Also comes with FCmp, a file compare utility. Includes C-source. Author: Tobias Ferber

DirKing A very powerful replacement for the AmigaDOS 'List' and 'Dir' commands. It gives full control on the format of the directory listing and what information should be printed. The directory can be sorted on any field, or on several fields in the order you want. Supports many filters, such as name and date, and the filters can be made effective on files only, directories only or on both. You can also define a pattern for each level of the directory tree. Has an LFORMAT option which is useful for generating scripts. A unique feature is the ability to monitor the scanning process. English version supplied. Version 2.12e, an update to version 2.11e on disk number 784. Binary only, shareware. Author: Chris Vandierendonck

NewDate A replacement for the AmigaDOS 'Date' command. Besides the usual date options, NewDate enables date output in your own defined format. NewDate also supports English, German, French, Dutch, Italian, Spanish, Danish, Finnish and Polish datenames. Version 1.10, binary only, freeware. Author: Chris Vandierendonck

PARex Replace strings in any file, whether plain text files or pure binary files. By using scripts you can define any number of search and replace strings to be used for processing a file. You can use all ASCII codes when defining these strings, so non-printable characters are no problem. PARex makes patching files very easy. Version 2.12, binary only, shareware. Author: Chris Vandierendonck

PPMC The Powerpacker Mini Clone. PPMC is powerpacker.library meeting gadtools.library. It's a OS2.0+ utility, useful for packing and unpacking text and data files. It has a complete CLI interface and is localized under OS2.1 and higher. This is version 1.2c, an update to version 1.2b on disk 812. Some new enhancements as the multiple file packing and/or unpacking under Shell and many code optimizations. Includes Danish, Dutch and French catalogs, a 68030 version, hypertext documentation and source for SAS/C. Author: Reza Elghazi

CONTENTS OF DISK 860

AzMake A work environment for Aztec C. You can compile, assemble, link, print, etc your programs by clicking a gadget. Typing in the Shell is out. Version 2.3, an update to version 1.1 on disk number 586.

Binary only, shareware. Author: Christian Friedel

bBaseIII An easy to use, versatile, yet full featured database program. Search or sort on any field, (un)delete records, print mailing labels or envelopes, get printouts in many formats, scramble files, flag records, and more. Fields are user-configurable, so bBase can be used to keep track of addresses, tape or video collections, recipe files, or anything else you can think of one program does it all! bBaseIII is a greatly enhanced successor to bBaseII. Version 1.1, an upgrade to bBaseII, version V5.5 on disk 710. Binary only, shareware. Author: Robert Bromley

CConvert A utility to convert IFF files to raw bitplane data. It features options to create sprite data lists or interleaved bitmaps. It can generate RAW files as well as linkable object files. Version 1.82. Includes source in assembler. Author: Klaus Wissmann

LazyBench LazyBench is a utility for lazy people with a hard disk crammed full of goodies which are difficult to reach because they are buried away in drawers inside drawers inside drawers inside drawers... Supports tools and projects and both OS 1.3 and OS 2.xx versions are supplied with this distribution. LazyBench for the OS 1.3 opens a little window on the Workbench screen and delivers a fully configurable menu which brings up to 30 applications at your fingertips. LazyBench for the OS 2.xx adds an item under the Workbench "Tools" menu, installs itself as a Commodity and waits in the background. Use its hot key combination to pop its window and then select an application from a

list of up to 100 applications. Versions 1.01 (OS 1.3) and 1.04 (OS 2.xx), an update to the version 1.00 on disk number 839. Binary only. Author: Werther 'Mircko' Pirani

Minterm Minimizes boolean algebra formulas. Minterm can minimize formulas with up to 15 variables. Version 2.0 for AmigaOS 2.04 and higher. An old version (1.1) is included for users still requiring OS 1.2/1.3 compatibility. Binary only Author: Achim Pankalla

SysInfo A brand new release of this popular program. It reports interesting information about the configuration of your Amiga, including some speed comparisons with other configurations, versions of the OS software, and much more. Version 3.18, an update to version 3.11 on disk 820. Binary only. Author: Nic Wilson

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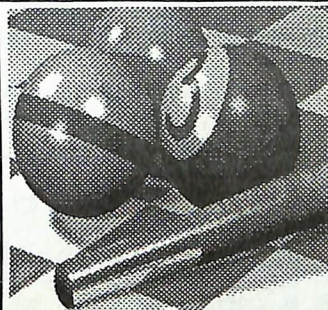
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